

# THE FORTRESS

## PROGRESSION ATLAS

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*Every gate, every blueprint, every step of the climb to the Throne - the shape of the game on a single map.*

V 0 . 0 . 2 7 - P 4 3 6

A companion to the Player Reference (what everything costs) and the Manual (how to play). This atlas shows the path. Every gate and level here is read straight from the game's data.

# I. THE PATH TO THE THRONE

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*The spine of the game. Each step below unlocks the next; the gate that opens each one is read from the build data. Production and defensive buildings branch off this spine and are mapped in the next section.*

## ● FIND THE FORTRESS

ACTIVE MODE, MAP 1.

Discovering the ruined keep opens the management screen and turns on passive defense. This is where the game begins.

## ● REPAIR THE FORTRESS

BUILDER LV -. BUILD TIME 15.0S.

The first build. Brings the Main Tower online so the keep can hold.

## ● FIND THE BUILDER

ACTIVE MODE, MAP 1.

Opens the construction queue. From here on, everything is built and leveled through the Builder.

## ● RAISE THE LIBRARY

BLUEPRINT FROM THE LIBRARIAN ON MAP 1.

Researched in the Library queue, then built with the Builder at Lv 1. Structures Labs opens at Library Lv 2 - this is where every other blueprint is researched.

## ● BUILD THE FORGE

CREATE FORGE BLUEPRINTS IN STRUCTURES LABS, THEN BUILDER LV 7.

Unlocks crafting of fortress armaments. Forge Labs opens at Library Lv 3 once the Forge stands.

## ● BUILD THE BARRACKS

CREATE BARRACKS BLUEPRINTS (NEEDS THE FORGE), THEN BUILDER LV 9.

Recruit guards to post and, after the Throne, heroes for the roster.

## ● TAKE THE THRONE

CREATE THRONE BLUEPRINTS (NEEDS THE BARRACKS), THEN BUILDER LV 16.

The win of Phase 1. You become the idle commander, the roster opens, and Commander Labs unlocks at Library Lv 5.

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*Defense runs in parallel: the Walls, Battlements, and Sentry Towers can be raised alongside the spine to survive the waves while you climb. Their gates are in the map that follows.*

## II. THE GATING MAP

Every building and the exact chain that unlocks it, read left to right: what reveals the blueprint, where it is researched, and the Builder level that raises it. Grouped by role.

A CONDITION TO MEET FIRST

RESEARCH THE BLUEPRINT

REACH A BUILDER LEVEL

BUILT / AVAILABLE

### PRODUCTION

#### FORTRESS REPAIR

AVAILABLE FROM THE START  
The very first action

#### MAIN TOWER

ALWAYS PRESENT  
Never built or removed

#### BUILDER

FOUND IN THE FIELD  
Active mode, Map 1

>

CONSTRUCTION QUEUE OPENS

### GATHERING

#### LUMBER MILL

BLUEPRINT HIDDEN  
appears once 10,000 lifetime wood is reached

>

CREATE LUMBER MILL BLUEPRINTS  
Structures Labs (opens at Library Lv 2)

>

BUILDER LV 5  
Build it

#### QUARRY

BLUEPRINT HIDDEN  
appears once 10,000 lifetime stone is reached

>

CREATE QUARRY BLUEPRINTS  
Structures Labs (opens at Library Lv 2)

>

BUILDER LV 3  
Build it

## THRESHER

BLUEPRINT HIDDEN  
appears once 10,000 lifetime straw is reached

CREATE THRESHER BLUEPRINTS  
Structures Labs (opens at Library Lv 2)

BUILDER LV 6  
Build it

## DEFENSE

### WALLS

BLUEPRINT HIDDEN  
appears once the Core has taken 10,000 lifetime damage

CREATE WALLS BLUEPRINTS  
Structures Labs (opens at Library Lv 2)

BUILDER LV 2  
Build it

### STONEMASON

BLUEPRINT HIDDEN  
appears once the Walls has taken 10,000 lifetime damage

CREATE STONEMASON BLUEPRINTS  
Structures Labs (opens at Library Lv 2; needs Walls built)

BUILDER LV 4  
Build it

### GUARDHOUSE

AVAILABLE FROM THE START  
no blueprint needed

BUILDER LV 15  
Build it

## OFFENSE

### BATTLEMENTS

CREATE BATTLEMENTS BLUEPRINTS  
Structures Labs (opens at Library Lv 2; needs Forge built)

BUILDER LV 10  
Build it

### SENTRY TOWERS

CREATE SENTRY TOWERS BLUEPRINTS  
Structures Labs (opens at Library Lv 2; needs Forge built)

BUILDER LV 8  
Build it

### ARMORY

AVAILABLE FROM THE START  
no blueprint needed

BUILDER LV 14  
Build it

## UTILITY

### LIBRARY

BLUEPRINT FROM THE LIBRARIAN  
Active Map 1, researched in the Library queue

>

BUILDER LV 1  
Build it

>

STRUCTURES LABS OPENS  
at Library Lv 2

### FORGE

CREATE FORGE BLUEPRINTS  
Structures Labs (opens at Library Lv 2)

>

BUILDER LV 7  
Build it

### BARRACKS

CREATE BARRACKS BLUEPRINTS  
Structures Labs (opens at Library Lv 2; needs Forge built)

>

BUILDER LV 9  
Build it

### THRONE

CREATE THRONE BLUEPRINTS  
Structures Labs (opens at Library Lv 2; needs Barracks built)

>

BUILDER LV 16  
Build it

### TREASURY

BLUEPRINT HIDDEN  
appears once 10,000 lifetime gold is reached

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CREATE TREASURY BLUEPRINTS  
Structures Labs (opens at Library Lv 2)

>

BUILDER LV 13  
Build it

### ACADEMY

BLUEPRINT HIDDEN  
appears once 10,000 lifetime XP is reached

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CREATE ACADEMY BLUEPRINTS  
Structures Labs (opens at Library Lv 2)

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BUILDER LV 11  
Build it

### VAULT

AVAILABLE FROM THE START  
no blueprint needed

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BUILDER LV 12  
Build it



### III. THE LIBRARY SCHEDULE

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*The Library is the engine of progression. Each level it reaches opens more: new lab tabs to research in, and a longer research queue. Lab tabs by the Library level that opens them.*

LIBRARY LEVEL	WHAT OPENS
Lv 1	Fortress Labs
Lv 2	Structures Labs; Miscellaneous
Lv 3	Forge Labs (after the Forge is built)
Lv 4	Party Labs
Lv 5	Commander Labs (after taking the Throne)
Lv 6	deeper research, longer queue
Lv 7	deeper research, longer queue
Lv 8	deeper research, longer queue
Lv 9	deeper research, longer queue

*A lab tab only appears once the Library reaches its level and any extra condition is met (the Forge labs need the Forge built; Commander labs open after the Throne).*

## IV. THE BUILDER LADDER

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*Everything is built and leveled through the Builder, and the Builder itself must be leveled to unlock higher work. What each Builder level first lets you build.*

BUILDER LEVEL	FIRST UNLOCKS (BUILD)
Lv 0	Builder, Main Tower
Lv 1	Library
Lv 2	Walls
Lv 3	Quarry
Lv 4	Stonemason
Lv 5	Lumber Mill
Lv 6	Thresher
Lv 7	Forge
Lv 8	Sentry Towers
Lv 9	Barracks
Lv 10	Battlements
Lv 11	Academy
Lv 12	Vault
Lv 13	Treasury
Lv 14	Armory
Lv 15	Guardhouse
Lv 16	Hall, Throne

*Levels beyond a building's first appearance raise it: higher caps, faster output, more slots. Per-level costs and effects are in the Player Reference.*